

In The Claims:

1. (Currently Amended) A method of conducting a game of chance on a gaming machine, the method comprising:
receiving a wager from a player;
displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
receiving a selection from the player of one of the plurality of selectable elements; and
in response to the selection, awarding to the player a first outcome ~~the outcomes~~ associated with the selected element and a second outcome associated with at least one of the non-selected elements, the first outcome being distinct from the second outcome.
2. (Currently Amended) The method of claim 1, wherein each one of the plurality of selectable elements initially masks the corresponding one of a plurality of respective outcomes, and further including in response to receiving the selection, revealing the first and second outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.
- 3 (Currently Amended) The method of claim 1, wherein the ~~at least~~ one of the non-selected elements for which the outcome is awarded is adjacent to the selected element.
4. (Currently Amended) The method of claim 1, wherein at least one the awarded first and second outcomes include a payoff.
5. (Currently Amended) The method of claim 1, wherein at least one the awarded first and second outcomes include a bonus game.

6. (Original) The method of claim 5, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

7. (Currently Amended) The method of claim 5, further including in response to a certain result in the bonus game, awarding ~~the~~ a third outcome associated with another of the non-selected elements.

8. (Currently Amended) The method of claim 1, further including ~~wherein the awarded outcomes include~~ awarding the a third outcome associated with another of the non-selected elements.

9. (Currently Amended) The method of claim 1, wherein the step of displaying a plurality of selectable elements includes arranging the selectable elements in a matrix including a plurality of rows and columns, and wherein the ~~at least~~ one of the non-selected elements for which the second outcome is awarded includes a ~~plurality of the non-selected element elements~~ adjacent to the selected element.

10. (Original) The method of claim 1, further including in response to the selection, displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

11. (Currently Amended) A gaming machine, comprising:
~~means for receiving a wager from a player;~~
means for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
means for receiving a selection from the player of one of the plurality of selectable elements; and

means, responsive to the selection, for awarding to the player the ~~outcomes~~ outcome associated with the selected element and at least one other outcome associated with at least one of the non-selected elements.

12. (Currently Amended) The machine of claim 11, wherein each one of the plurality of selectable elements initially masks the corresponding one of a plurality of respective outcomes, and further including means, responsive to the selection from the player, for revealing the outcome ~~outcomes~~ associated with the selected element and the other outcome associated with the at least one of the non-selected elements at their respective locations.

13 (Currently Amended) The machine of claim 11, wherein the at least one of the non-selected elements for which the other outcome is awarded is adjacent to the selected element.

14. (Currently Amended) The machine of claim 11, wherein at least one of the awarded outcomes include a payoff.

15. (Currently Amended) The machine of claim 11, wherein at least one of the awarded outcomes include a bonus game.

16. (Original) The machine of claim 15, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

17. (Original) The machine of claim 15, further including means, responsive to a certain result in the bonus game, for awarding the outcome associated with another of the non-selected elements.

18. (Currently Amended) The machine of claim 11, wherein the awarded outcomes include ~~awarding the~~ another outcome associated with another of the non-selected elements.

19. (Currently Amended) The machine of claim 11, wherein the plurality of selectable elements are arranged in a matrix including a plurality of rows and columns, and wherein the at least one of the non-selected elements for which the at least one other outcome is awarded includes a plurality of the non-selected elements adjacent to the selected element.

20. (Original) The machine of claim 11, further including means, responsive to the selection, for displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

21. (Currently Amended) A method of conducting a game of chance on a gaming machine, the method comprising:

receiving a wager from a player, the wager being associated with a primary game on the gaming machine, the primary game allowing access to a secondary game, the secondary game only being accessible to the player through the primary game;

in response to receiving the wager, conducting a primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome;

in response to the start-secondary game outcome being achieved in the primary game, conducting a secondary game having a different play mechanic than the primary game, the secondary game having a plurality of randomly selected secondary-game outcomes, at least one of the plurality of randomly selected secondary-game outcomes being a start-primary game outcome; and

in response to the start-primary game outcome being achieved in the secondary game, conducting the primary game again without requiring an additional wager from the player.

22. (Original) The method of claim 21, wherein the primary game includes an interactive selection game.

23. (Original) The method of claim 22, wherein the interactive selection game includes a plurality of selectable elements, and wherein the step of conducting the primary game

includes receiving a selection of one of the selectable elements and awarding any outcome associated with the selected element.

24. (Original) The method of claim 21, wherein the secondary game includes a slot reel game.

25. (Original) The method of claim 24, wherein the slot reel game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

26. (Currently Amended) A method of conducting a wagering game on a gaming machine, the method comprising:

receiving a wager from a player, the wager being associated with a primary game on the gaming machine, the primary game allowing access to a secondary slot game, the secondary slot game only being accessible to the player through the primary game;

conducting a the primary game free of slot reels and playing cards, the primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome; and

in response to the start-secondary game outcome in the primary game and without requiring an additional wager from the player, conducting a the secondary slot game including a plurality of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

27. (Previously Presented) The method of claim 26, wherein the primary game includes an interactive selection game.

28. (Previously Presented) The method of claim 27, wherein the interactive selection game includes a plurality of selectable elements, and wherein the step of conducting the primary game includes receiving a selection of one of the selectable elements and awarding any outcome associated with the selected element.

29. (Previously Presented) The method of claim 26, wherein the step of conducting a secondary slot game includes awarding a payout based on the symbols in the display area.

30. (Previously Presented) The method of claim 26, wherein the secondary slot game is conducted on a video display.

31. (Currently Amended) A method of conducting a wagering game on a gaming machine, the method comprising:

receiving a wager from a player, the wager being associated with a primary game on the gaming machine, the primary game allowing access to a secondary slot game, the secondary slot game only being accessible to the player through the primary game;

conducting a primary game other than a slot reel game and a playing card game, the primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome; and

in response to the start-secondary game outcome in the primary game and without requiring an additional wager from the player, conducting a secondary slot game including a plurality of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

32. (New) A method of conducting a game of chance on a gaming machine, the method comprising:

receiving a wager from a player;

displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes, each one of the plurality of selectable elements initially masking the corresponding one of a plurality of respective outcomes;

receiving a selection from the player of one of the plurality of selectable elements; and

in response to the selection, awarding to the player the outcomes associated with the selected element and at least one of the non-selected elements and revealing the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.

33. (New) A gaming machine, comprising:

a display for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes, each one of the plurality of selectable elements initially masks the corresponding one of a plurality of respective outcomes; and

an input device for receiving a selection from the player of one of the plurality of selectable elements, and in response to the selection, (i) the player is awarded the outcomes associated with the selected element and at least one of the non-selected elements and (ii) the display reveals the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.